

## ABSTRACT OF THE DISCLOSURE

A system and method for performing viewport clipping for multiple viewports using a pipeline. The pixel address coordinates are compared against boundaries of a first viewport window. The results of this comparison, along with the pixel address coordinates, are registered and passed on to the next pipeline stage. There, the pixel address coordinates are compared against the boundaries of a second viewport window. The comparison results are combined with those passed from the previous stage, and the results are again registered. This scheme is repeated until the pixel has been tested against all the viewport window boundaries, with the intermediate results being combined into a single result indicative of whether the pixel is to be passed to the subsequent stages of the graphics pipeline or clipped.